1. A method for recognizing speech comprising:

providing a speech engine with a vocabulary of command sets for at least two tasks; and

communicating the appropriate command set for an active task to the speech engine.

2. The method of claim 1 wherein said speech engine uses a phoneme based speech recognition.

3. The method of claim 1 including informing the speech engine of the vocabulary used by an active task.

4. The method of claim 1 wherein the informing step includes informing the speech engine of the vocabulary used by an active window.

5. The method of claim 1 including running an application, advising a server of the vocabulary of an active task, and causing the server to communicate that vocabulary to the speech engine.

6. The method of claim 4 includes providing the speech engine with a vocabulary used with all tasks.

7. An article comprising a computer readable storage medium for storing instructions that cause a computer to:

provide a speech engine with a vocabulary of command sets for at least two tasks; and

communicate the appropriate command set for an active task to the speech engine.

8. A method for recognizing speech comprising:

associating speech commands with identifiers;

associating the identifiers with actions to be taken in response to each speech command;

determining the identifier for a spoken speech command; and

providing the identifier to a software object.

9. The method of claim 8 including instantiating an object in a container and communicating the identifier to the object when a particular speech command is spoken.

10. The method of claim 8 including communicating information about a first speech command to the container, checking an active vocabulary list in the container to determine if the first speech command is one used in an active task, and if the first speech command is one used in an active task, transferring the identifier for the speech command to the object.

11. The method of claim 8 including using an OnMnemonic method to communicate between the container and the object.

12. An article comprising a machine readable storage medium for storing instructions that cause a computer to:

associate spoken commands with identifiers;

associate the identifiers with actions to be taken in response to each command;

determine the identifier for a spoken command; and

provide the identifier to a software object.

13. The article of claim 12 including communicating information about a first command to the controller, checking an active vocabulary list in the container to determine if the first command is one used in an active task, and if the first command is one used in an active task, transferring the identifier for that command to the object.

14. A method for responding to user inputs to a computer comprising:

providing a software object that receives spoken and non-spoken command information; and

firing an event when an object receives command information.

15. An article comprising a machine readable storage medium that stores instructions that cause a computer to:

provide a software object that receives spoken and non-spoken command information; and

fire an event when the object receives command information.

16. A method of providing focus in a computer display comprising:

recognizing spoken commands;

associating a spoken command with one of at least two active tasks on a computer system; and

providing an input to one of the tasks and not to the other task.

17. An article comprising a machine readable storage medium for storing instructions that cause a computer to:

recognize spoken commands;

associate a spoken command with one of at least two active tasks on the computer system; and

provide an input to one of the tasks and not to the other task.

18. A computer system comprising:

a processor capable of executing various tasks, each having a vocabulary of spoken commands, which are part of an application;

a memory coupled to said processor;

an input device, coupled to said processor, that receives spoken commands; and

a device that maintains a table of spoken phrases, each of said phrases associated with an identifier, said device automatically changing said table to reflect the vocabulary of the task that is currently active.

19. The computer system of claim 18 which handles tactile and spoken commands in the same way.

20. The computer system of claim 18 arranged to mount within an automobile.

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